

# **ADULT SOFTBALL RULES AND REGULATIONS**

## **INTRODUCTION**

This publication provides standard softball regulations for the Adult Softball Leagues conducted by the City of Dublin. All leagues will be conducted according to American Softball Association (ASA) Rules and Regulations. The City of Dublin is a participating agency in the Sports Association of Northern California Recreation Agencies (SANCRA).

## **LEAGUE AWARDS**

The Playoff Championship team will receive a maximum of fifteen (15) individual awards to eligible players. A Championship Business team may request a plaque for their sponsor in lieu of individual awards.

## **LEAGUE REGULATIONS**

1. Managers will be responsible to see that all their players know and abide by the rules as stated in these rules and regulations. Furthermore, managers are responsible for their players and spectators knowing and abiding by the SANCRA "Team and Player Code of Conduct".
2. The City has the option of moving or dropping complete teams or individual players to create a balanced program in the best interest of the league.
3. The City may because of unforeseen conditions, change or revise the league schedules.
4. After the first regularly scheduled game, all teams forfeit the right to their entry fee unless the entire league is disbanded, whereby all teams will be refunded the entry fee minus all costs of the league to that point.
5. The City reserves the right to establish or suspend regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by the Department Staff as deemed necessary to ensure a smooth and consistent program.

## **TEAM & PLAYER ELIGIBILITY**

1. A player may participate in the league only if that player's name, address, phone number and signature appear on the official team roster or an official add/drop form as filed with the City. Each player's signature must be authentic and cannot be signed in proxy by any another person.
2. Any player participating: (A) without being on the official roster or an official add/drop form, or (B) with a false address, or (C) under an assumed name, or (D) without signing the official roster or an official add/drop form will be considered an ineligible player and all games participated in by this player may be forfeited.

## TEAM & PLAYER ELIGIBILITY (cont.)

3. Players must have in their possession photo I.D. card for positive identification if requested.
4. A roster must consist of a minimum of thirteen (13) players and a maximum of twenty (20) players. Note: no maximum number of players for business teams.
5. Players must be at least eighteen (18) years of age in order to participate.
6. Players must participate in three (3) regular season games to be playoff eligible.

## LEAGUE STANDINGS

In the event that teams are tied at the conclusion of league play, the following tiebreaker system will be used:

- I. Record in head-to-head competition
- II. # of forfeits
- III. Run differential in head-to-head competition
- IV. Record against teams above the tie
- V. Run differential against the entire league
- VI. Coin flip

Note: A minimum of 50% of the league teams will be eligible for playoffs.

## GAME TIME

- 1) Games will be one (1) hour and ten (10) minutes, or seven (7) innings whichever comes first. In the event of a tie, extra innings may be played, however no inning may begin after the sixty-five (65) minute time limit.
- 2) The game clock will be stopped during an injury, discussion with the umpire or to file a protest.
- 3) **Mercy Rule:** If one team is ahead by twelve (12) runs after five (5) complete innings the game may be ended by decision of the trailing team. *If the trailing team wants to continue play, the game will end at the sixty (60) minute mark or seven (7) innings whichever comes first. At the sixty (60) minute mark the game is officially over no matter who is at bat. This situation is only enforced when a trailing team qualifies for, but does not invoke the mercy rule.*
- 4) Championship Division Playoffs: Playoff games will be played a full seven (7) innings.  
Consolation Division Playoffs: Playoff games must go a minimum of five (5) innings. After the five (5) inning minimum has been met, games will adhere to the one (1) hour and ten (10) minute time limit, or seven (7) innings whichever comes first. No new inning (unless teams are tied) may begin after the sixty-five (65) minute time limit.  
Mercy rule (all divisions in playoffs): The game is officially over if one team has achieved a fifteen (15) run advantage after the completion of five (5) or after the completion of six (6) innings.

## **CANCELLATIONS.**

- 1) Rainouts: It is the responsibility of the manager to find out if their game has been canceled due to weather. Call the Adult Softball Hotline at (925) 556-4505 after 4:00 PM. All rained out games will be made up at the earliest possible date.
- 2) Games may be cancelled by the umpiring crew if weather or field conditions are deemed to be unsafe.
- 3) Games cancelled before two (2) innings and/or twenty (20) minutes have been completed will be replayed in its entirety. Games cancelled after five (5) innings and/or fifty (50) minutes have been completed will be considered complete games (provided the home team has its last at bat if necessary). Any games falling between these periods shall be continued from the point the game was postponed.

## **START/FORFEIT TIME**

In all games, the starting time is the scheduled starting time on the schedule. Scorekeepers will keep the official time. If the scheduled starting time is changed due to any delay (previous game runs long, equipment failure, etc...), then both managers will be notified by the umpire as to the new starting time.

Teams unable to begin play at game time and up to ten (10) minutes after game time will forfeit their first inning at bats. Any team not able to begin play after ten (10) minutes have elapsed from the start of game time will be assessed a forfeit.

## **FORFEITS**

- 1) Failure to abide by any of the stated rules as outlined in this Adult Softball Rules & Regulations may result in a forfeit.
- 2) In games forfeited for any reason, the score for the forfeiting team will be zero (0). The score for the non-forfeiting team will be ten (10) runs or the existing runs scored at the time of the forfeit, whichever is highest.
- 3) All teams forfeiting for any reason other than injury, will be required to pay a \$25.00 (CASH) forfeiture fee. If the forfeit is due to lack of players, a portion of this fee will be credited back to the non-forfeiting team. If a double forfeit occurs, neither team will pay a forfeiture fee or receive a credit. This fee must be paid at the Parks and Community Services Office at 11600 Shannon Ave before the forfeiting team's next game. Failure to pay this fee in time may result in that team's next game also being declared a forfeit and an additional fee being assessed.
- 4) Forfeiture fees will not be assessed during the playoffs.
- 5) Any team forfeiting three (3) games will automatically be dropped from the league.

## **PROTEST PROCEDURES**

The team manager must notify the head umpire and scorekeeper of their intent to protest. The manager must then complete an "Intent to Protest" form and submit it with a \$25 check made payable to the "City of Dublin" 11600 Shannon Ave, Dublin within 48 hours of the protested game. This \$25 check will be refunded if the protest is upheld by the Protest Committee whose three (3) members consist of the Assistant Recreation Director, a Recreation Supervisor and a Recreation Coordinator.

- ❖ Failure to follow the protest procedures outlined in this section will void all protests.
- ❖ No protests will be accepted concerning judgment calls made by the officials.
- ❖ All rulings are final.

### **1) Protest on Game Rules & Regulations:**

The protest must be made at the point of contention. The manager must notify the head umpire and scorekeeper of their intent to protest. All other protest procedures must then be followed.

### **2) Protest on Player Eligibility:**

The protest must be made before the final out of the game by notifying the head umpire and scorekeeper. The player(s) in question must provide proof of ID (i.e. Drivers License) to the Umpire/Scorekeeper if requested. This must be done before the game ends. All other protest procedures must then be followed

### **3) Protest on Official Score:**

The protest must be made prior to the teams leaving the field at the end of the game.

A) Only one representative from each team may meet with and discuss the score with the head umpire and scorekeeper.

B) Protested games on scores will only be considered if the protesting team is keeping a scorebook.

## **ADDING & DROPPING PLAYERS**

1) Players must fill out an official add/drop waiver form before they are eligible to play. Players are allowed to turn in the form to the scorekeeper at the field prior to the game in which the player is going to play.

2) Roster add/drop forms will be available from the scorekeeper.

3) Managers may add/drop players throughout the regular season.

## **ADDING & DROPPING PLAYERS (cont.)**

4) Emergency Add Rule: The purpose of the Emergency Add rule is to reduce the potential for league forfeits. The City may authorize the addition of players under the emergency add rule at any time during the season. Factors affecting this decision will be:

- A) If a Men's team has played two (2) games with nine (9) players or less.
- B) If a Coed team has played two (2) games with eight (8) players.
- C) If any team has forfeited at least one (1) game.
- D) If a Men's team has ten (10) or less active players on their roster.
- E) If a Coed team has three (3) or less active women/men on their roster.

NOTE: Any player who is dropped from the roster cannot rejoin the roster at a later date if an Emergency Add has been granted. A team using this rule must drop to the minimum roster number allowed including the Emergency Add players.

## **DISCIPLINE INFORMATION**

**NOTE: Spectators will be held to the same conduct standards as players.**

1) The manager is responsible to see that all players know and abide by the rules as stated in these rules and regulations. Further, managers are responsible for all players knowing and abiding by the SANCRA "Team and Player Code of Conduct". PENALTY: If a manager cannot or will not control their players and spectators, they may face disciplinary action that can range from probation to suspension from the league.

2) Any participant ejected from a game, for any reason, will be required to pay a \$25.00 (CASH) ejection fee and be suspended for a minimum of one (1) league game before they will be allowed to continue playing in the league. Further disciplinary action may also occur.

3) The manager shall be the official representative of the team and spectators unless they designate one of the players as a team captain prior to the game. The manager or designated team captain is responsible for having the team cooperate with the scorekeeper, umpires or City staff. PENALTY: Warning, then ejection.

4) If a player is ejected and falls below the minimum number of players allowed the team will forfeit that game. No forfeit fees will apply in this scenario.

5) Umpires will not allow players to direct any comments to or about another team or its players that are, in the umpires judgment, inflammatory or unsportsmanlike in nature. PENALTY: Warning to both teams, then ejection(s).

6) Any participant who is ejected from a game is automatically placed on probation for the remainder of the season in all City of Dublin adult leagues. A player ejected from a second game will automatically be suspended from all City of Dublin adult leagues. Further, any player being suspended from the league will be placed on probation for one (1) calendar year from the date of reinstatement. Any player who is ejected from the last game of the season will be required to pay the \$25.00 (CASH) ejection fee before being allowed to participate in another league.

## **EQUIPMENT**

- 1) Only restricted flight softballs will be used during games and allowed for practice.
- 2) It is the hitting team's responsibility to retrieve any ball that travels beyond the field of play.
- 3) No metal cleats.
- 4) Players must wear close-toed shoes.
- 5) Only bats that are currently approved for use in ASA championship play will be allowed (see attached list). A player using an illegal bat at the plate will be declared out and ejected by the umpire (please refer to discipline information). If the illegal bat is discovered after the hitter has batted, but prior to the first pitch to the next batter, the runners shall be returned to their original bases occupied when that batter was batting in addition to the batter being declared out and ejected.

## **UNIFORMS**

Team members are requested to wear numbers on their shirts. Numbers must be large enough to be visible by the umpire and scorekeeper and of a contrasting color to the shirt. Numbers are not allowed to be taped or pinned to the uniform. Only numbers double zero (00) through ninety-nine (99) are acceptable.

## **JEWELRY**

For the safety of the players, jewelry must be removed prior to the game. Flat banded rings will be allowed. Medical emergency and religious medallions must be removed from the chain and taped to the uniform to be acceptable. Jewelry that cannot be removed must be covered by tape.

## **INJURIES**

No team shall forfeit due to injury once the game has begun, but rather be allowed the option to play short-handed. The injured player however is not allowed to return to the game (exception: Blood Rule) once their team has played short-handed. In addition, no out will be assessed in this player's batting order spot.

All players are strongly urged to secure medical examinations to determine their fitness to play softball.

Players who wear eyeglasses are strongly urged to wear glass guards for their own safety.

- 1) First Aid Kits: It is the responsibility of each team to provide their own first aid kit.

## **INJURIES (cont.)**

- 2) Blood Rule: Any player, coach or umpire who is bleeding or has blood on their clothing shall be prohibited from any further play until the appropriate treatment is administered. If treatment can be administered within a reasonable length of time, the participant may not have to leave the game. The length of time considered to be reasonable will be left to the umpire's judgment. The umpire shall:
- A) Stop the game to permit treatment of the injured individual.
  - B) Immediately call for a coach, trainer or other authorized person to tend to the injury.
  - C) Apply the rules of the game regarding substitutions, re-entry into the game or short-handed players if necessary.

## **INSURANCE**

The City of Dublin is not responsible for injuries incurred during participation in the league, and players should seek their own insurance prior to participation. Team insurance is available through ASA. If you would like more information contact the City.

## **PLAYING RULES**

- 1) A team must be able to field at least eight (8) players to start or continue a game (exception: injury rule).
- 2) If a player is listed on the lineup card they must bat when it is their turn. If a player cannot bat (for whatever reason) when it is their turn, an out will be credited against this "ghost batter" until they show up to assume their spot in the batting order. A returning player must stay in the same batting spot but can play anywhere defensively.
- 3) Teams may bat unlimited. Extra players are allowed free substitution defensively, but the batting order must remain the same. Late players may be added to the lineup as long as no one has batted twice. If a player cannot come to bat due to injury no out will be assessed in this player's batting order spot (see Injuries).
- 4) Courtesy Runners: The request for a courtesy runner must be made prior to the first pitch to the following batter. The courtesy runner will be allowed only if the batter/runner reached base safely on their own accord. Courtesy runners are allowed for injured players only. In coed leagues, the runner must be of the same gender as the injured base runner. The courtesy runner will be the first available same gender player currently in the line-up who precedes the current batter/runner. Only one (1) courtesy runner may be used per inning. In the event of "batting around", another courtesy runner may be used for the same injured player. In the event that a second courtesy runner is needed in the same inning for a different injured player, the base runner will be excused from the rest of the game.
- 5) Batters shall assume a one (1) ball, one (1) strike count upon entering the batter's box. A batter's turn at bat will consist of batting a ball into play, receiving a base on balls on four (4) balls or a strike out on three (3) strikes. A batter is declared out on the third strike foul.

## **PLAYING RULES (cont.)**

- 6) Home Run Rule: **Four (4) home runs are allowed per team per game.** Any excess home runs will be awarded a single and all base runners will be allowed to advance one base. This only pertains to over the fence home runs.
- 7) ASA slow pitch height limit of 6' minimum and 12' maximum will be observed.
- 8) Strike Zone: The strike zone will consist of both the plate and the mat.
- 9) No bunting or base stealing.
- 10) When attempting to break up a double play the runner must slide legally or get out of the way. If the runner does not do either, an interference call may be made by the official. Interference is a judgment call. Players are subject to ejection for deliberately blocking a base or the plate or deliberately creating a collision between players.
- 11) Casual Profanity: Foul language is not permitted on or around the playing field by team members at any time. Players using profanity will be warned by the umpire after the first offense and will be ejected after the second offense. NOTE: Umpires may eject a player without first giving a warning depending on the nature of the remark.

## **SUBSTITUTES**

Substitutions into the batting order must be reported to the scorekeeper either by the manager or the batter before that at bat.

## **BASERUNNING**

- 1) Sliding is allowed (exception home plate).
- 2) A commit line two-thirds of the way towards home plate from third base will be used. Once a runner crosses this line they are committed to score and may not return to third base. EXCEPTION: If runner fails to tag up on a fly and crosses the commit line they may return to third base to avoid the out.
- 3) A home plate veer line will be used. Runners may not touch home plate or the mat; instead they must cross the veer line. All plays at home plate will be by force out. A player will be determined safe if the player's foot or other body part touches the veer line or ground past the veer line before the defensive player tags home plate while in possession of the ball.



## COED PLAYING RULES.

### 1) Batting:

A) The batting order is continuous and all players present and in the line-up must bat in order. The batting order must contain a minimum one female batter every third at bat. Otherwise, female players may bat in any order in the line-up.

B) If a male batter is walked (intentional or not), he will be awarded two (2) bases. If the next batter is a female, she must bat with less than two (2) outs. If there are two (2) outs she has the choice of batting or taking a walk.

### 2) Fielding:

A) Coed teams are required to field a minimum of three women defensively.

B) Teams may have uneven numbers of infielders, outfielders or any combination of women or males in the infield or outfield. A courtesy catcher is only provided to teams fielding eight (8) players.

C) Outfielders (including rovers / buck shorts) must remain behind the restraint line and infielders must remain in the infield until the pitch reaches the plate or is hit. (The restraint line is a line drawn in the outfield at an arch 150' from home plate). PENALTY: Failure to abide by this rule will result in fielder's interference. A delayed dead ball will be called by the official. If the batter reaches the base safely the play will stand. If an out was called, the batter will be placed on base safely.

### 3) Safety:

A) Women who choose to play pregnant do so at their own risk.

## MANAGER'S RESPONSIBILITY

Managers are responsible:

- ❖ To see that game schedules and schedule change information reach their players.
- ❖ To inform all players of proper player conduct, league and game rules.
- ❖ To demonstrate cooperation with umpires, scorekeepers and City staff.
- ❖ For the actions of their players both on and off the field, as well as any actions of spectators affiliated with their team.

## **PLAYER CONDUCT/PENALTIES**

- ❖ No alcohol or other drugs are permitted anywhere in the Sports Park or parking lot.
- ❖ Supervision must be provided for children at all times. Children are not allowed to play on the playing field or in the dugouts.
- ❖ No pets are allowed on the playing field or in the dugouts. All pets must be on leash and attended at all times.
- ❖ Sportsmanlike behavior is expected of all players and fans at all times. No unnecessary noise, comments or actions should be used to distract the other team or umpire(s).
- ❖ Anyone displaying or threatening violence against a person or property will be automatically suspended from further play. The City reserves the right to decide the proper penalty on a player. Minimum penalty for an ejected participant is a one (1) game suspension and a \$25 ejection fine.

## **OTHER INFORMATION**

- ❖ Line-Up Cards: Managers must get line-up cards from the scorekeeper and return it to the scorebooth no later than five (5) minutes before game time.
  - A) Line-up cards must have first and last names and player numbers.
  - B) Managers should list all substitutes on the bottom of the line-up card.
- ❖ Dugouts: Home team will use the third base dugout. Visitors will use the first base dugout.
  - A) Only players and coaches are allowed in the dugout.
  - B) All coaches and players must be on the roster.
- ❖ A player must participate in at least three (3) regular season games to be eligible for the playoffs. To establish eligibility, the manager must fill out the line-up card legibly with complete names of all players in each game. This responsibility is solely the manager's, not the scorekeeper's.
- ❖ An individual may play on only one (1) team in each league. To switch teams, players must be dropped by the manager of the original team. An individual may not play on different teams within the same league during the same day. An individual may only switch teams once during any one (1) season.

## **SANCRA - TEAM AND PLAYER CODE OF CONDUCT**

The following "Team and Player Code of Conduct" has been adopted by all participating agencies within SANCRA and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers and spectators.

1) NO PERSON SHALL: Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official.  
MAXIMUM PENALTY: Removal from the game.

2) NO PERSON SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.  
MAXIMUM PENALTY: Removal from the game.

3) NO PERSON SHALL: Refuse to abide by an official's decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until his/her case is considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension for two (2) league games, and placed on probation for the remainder of the season.

4) NO PERSON SHALL: Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the League Director. Player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.

5) NO PERSON SHALL: Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension for the remainder of the season.

6) NO PERSON SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League

## **SANCRA - TEAM AND PLAYER CODE OF CONDUCT (cont.)**

Director. Such player shall remain suspended until his/her case can be considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.

7) NO PERSON SHALL: Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report same to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for remainder of the season.

8) NO PERSON SHALL: At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for one (1) calendar year.

MAXIMUM PENALTY: Suspension for life and /or assault charges filed.

9) NO PERSON SHALL: Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

### **NOTES:**

1. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.

2. Any person removed from a game and asked by an official to leave the park or school facility must do so immediately. Failure to do so will result in further disciplinary action.

## **ADULT SOFTBALL RULES AND REGULATIONS**

Add/drop form	page 1 (Team & Player Eligibility - 2) page 4 (Adding & Dropping Players – 1)
Age, minimum	page 2 (Team & Player Eligibility - 5)
Base running, commit line	page 8 (Base Running – 2)
Base running, interference	page 8 (Playing Rules – 9)
Base running, sliding	page 8 (Base Running – 1)
Base running, veer line	page 8 (Base Running – 3)
Bats, illegal	page 6 (Equipment – 5)
Batting order	page 7 (Playing Rules – 3)
Batting order, coed	page 9 (Special Coed - 2)
Courtesy runner	page 7 (Playing Rules – 4)
Ejection, team playing short-handed	page 5 (Discipline Information - 4)
Eligibility, for playoffs	page 2 (Team & Player Eligibility - 6)
Fielding, coed	page 9 (Special Coed - 3)
Forfeit, team late	page 3 (Start / Forfeit Time)
Foul ball, 3 <sup>rd</sup> strike	page 7 (Playing Rules – 5)
Game, cancellation during play	page 3 (Cancellation - 4)
Game, extra inning	page 2 (Game Time – 1)
Game, tied	page 2 (Game Time – 1)
Game, time, length	page 2 (Game Time – 1)
Game, time, length (playoffs)	page 2 (Game Time – 4)
Game, time, stop clock	page 2 (Game Time – 2)
Ghost batter	page 7 (Playing Rules – 2)
Homerun	page 8 (Home Run Rule - 6)
I.D. card, disputed player	page 2 (Team & Player Eligibility - 3)
Injuries, blood rule	page 7 (Injuries - 2)
Injuries, team playing short-handed	page 6 (Injuries)
Jewelry	page 6 (Jewelry)
Mercy rule	page 2 (Game Time - 3)
Mercy rule, playoffs	page 2 (Game Time - 4)
Pitch, count	page 7 (Playing Rules – 5)
Pitch, height	page 8 (Playing Rules – 7)
Players, minimum number	page 7 (Playing Rules – 1)
Profanity, casual	page 8 (Playing Rules – 11)
Protests, all types	page 4 (Protest Procedures)
Roster, minimum & maximum	page 2 (Team & Player Eligibility - 4)
Shagging balls, responsibility of hitting team	page 6 (Equipment – 2)
Shoes	page 6 (Equipment – 3, 4)
Strike zone	page 8 (Playing Rules – 7)
Substitution, player, defense	page 7 (Playing Rules – 3)
Uniforms	page 6 (Uniforms)
Walks, coed	page 9 (Special Coed – 2B)